Hush, Little Baby



- 2. If that mocking bird won't sing, Papa's gonna buy you a di'mond ring.
- 3. If that di'mond ring turns brass, Papa's gonna buy you a looking glass.
- 4. If that looking glass gets broke, Papa's gonna buy you a billy goat.
- 5. If that billy goat won't pull, Papa's gonna buy you a cart and bull.
- If that cart and bull turn over, Papa's gonna buy you a dog named Rover.
- 7. If that dog named Rover won't bark, Papa's gonna buy you a horse and cart.
- 8. If that horse and cart fall down, You'll be the sweetest one in town.

SINGING

Sing the song in a clear, light voice appropriate for children's singing and lullabies. Reinforce the steady beat by rocking back and forth slightly with the beat, as if rocking a baby.

PLAYING

Choose instruments or environmental sounds to represent each item in the song. Decide whether to play only when the name of the item is being sung or to play the beat or rhythm of the entire phrase.

CREATING

Create a new set of lyrics for the song using a pattern similar to that in the song. Each verse ends with the next item Papa will buy. The next verse begins with what might go wrong with that item, then names an item that Papa plans to buy to replace it. The two phrases in each verse end with words that rhyme or nearly rhyme.

LISTENING

Have students listen carefully as they perform the song. Is their performance style appropriate for a lullaby? Would they like to experiment with any changes in singing or playing to change the mood of the song?

CURRICULUM INTEGRATION (Language Arts and Math)

Language Arts: Determine which verses in the original song contain actual rhymes or words that simply sound very similar. When creating new verses determine whether the lyrics must rhyme exactly or if words that do not quite rhyme will be acceptable from time to time. Match the syllables of the new verses as closely as possible to the rhythm of the melody.

Math: First, estimate how much Papa paid for each item then add up how much he paid for everything in the song. To extend the activity, decide how much each unusable item might be worth at a yard sale and total those amounts. What is the difference between the two totals?